



Gorn Vrrka Assault Carrier

SPECS Class: Capital Ship In Service: 2257 Point Value: 570 Ramming Factor: 230 Warp Delay: 8 Turns	MANEUVERING Turn Cost: 4/3 Speed Turn Delay: 4/3 Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 4+4 Thrust Roll Cost: 4+4 Thrust	COMBAT STATS Fwd/Aft Defense: 17 Stb/Port Defense: 18 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +0

WEAPON DATA Med. Plasma Cannon Class: Plasma Modes: Standard Dmg: 3d10+4 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns

FORWARD HITS 1-4: Deflector Shield 5-8: Lt Photon Torpedo 9-11: Plasma Blaster 12-18: Forward Structure 19-20: PRIMARY Hit
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SPECIAL NOTES Limited Availability (33%) Gravitic Drive System Impulse Drive
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SIDE HITS 1-5: Med Plasma Cannon 6-9: Warp Engine 10-18: Port/Stb Structure 19-20: PRIMARY Hit

SENSOR DATA Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6
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AFT HITS 1-4: Impulse Thruster 5: Deflector Shield 6-7: Plasma Blaster 8-9: Med Plasma Cannon 10-11: Aft Hangar 12-13: Warp Engine 14-18: Aft Structure 19-20: PRIMARY Hit

PRIMARY HITS 1-7: Primary Structure 8: Tractor Beam 9-10: Shield Generator 11-12: Sensors 13: Hangar 14-15: Marine Barracks 16-17: Engine 18-19: Reactor 20: C&C
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Note: Warp engines are part of both aft and appropriate side structure.

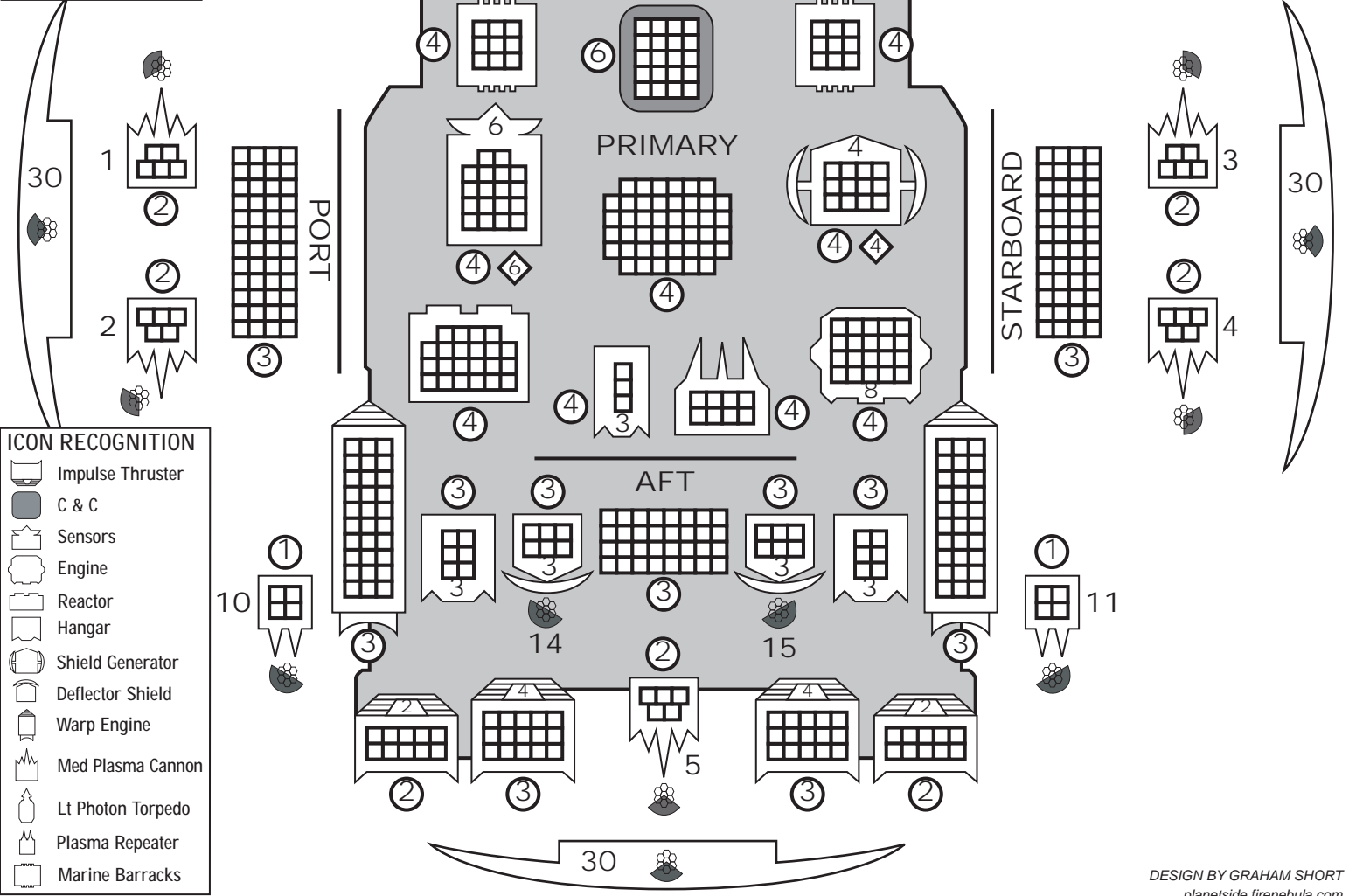
MAIN HANGAR 0 Fighters 3 Shuttles
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AFT HANGARS 6 Assault Shuttles each

Light Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 10 Range Penalty: None Max Range: 35 hexes Fire Control: +3/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns

Plasma Blaster Class: Plasma Modes: Standard Damage: 1d10+2 (-1 per hex) Range Penalty: -1 per hex after range 3 Fire Control: +1/+2/+3 Intercept Rating: -1 Rate of Fire: 2 per turn

Deflector Shield Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.



ICON RECOGNITION Impulse Thruster C & C Sensors Engine Reactor Hangar Shield Generator Deflector Shield Warp Engine Med Plasma Cannon Lt Photon Torpedo Plasma Repeater Marine Barracks
